KOF02

BE THE FIGHTER!

Weak Punch • Weak Kick • Strong Punch • Strong Kick	A • B • C • D
Recovery Roll while hitting floor	A B
Body Blow	C D
Front Roll	A B
Back Evade	← A B
Guard Cancel Body Blow	block C D
Guard Cancel Evade: Back • Front	block ← • → A B
Taunt	START
Retreat • Dash • Run	← ← • → → • →
Throw Escape	thrown ← • → C • D
Short Hop	tap ↖ ~ ↗
Long Jump	↙ ~ ↘ into ↖ ~ ↗

Play as Orochi Team members

hold START when selecting Yashiro, Shermie or Chris

Play as Rugal

At character select screen, go to Yashiro then press ←

Play as Kusanagi

At character select screen, go to Kyo then press ↑ ↓ → ← ↓ ↑ ← →

Activate MAX mode

B C

Needs 1 power stock

Desperation Move

Needs 1 power stock

Super Desperation Move

Needs 1 power stock and be in MAX mode

Hidden Super Desperation Move

Need to have 1/4 life remaining, be in MAX mode and have 1 power stock

Cross Wing — close ← • → C

Swan Cycle — close ← • → D

Defense Posture Shift — A B C

STANDARD

Blazing Intercept — ↻ B • D

Lightning Needle — ↻ B • D

↳ Into the Sky — ↑ B • D

↳ Dinosaur Footprint — ↓ B • D

↳ Blazing Intercept — ← B • D

↳ Spinning Edge — B • D

↳ Approaching Beetle — B • D

↳ Into the Sky — ↑ B • D

↳ Dinosaur Footprint — ↓ B • D

↳ Blazing Intercept — ← B • D

↳ Swordfish — ↘ B • D

↳ Surprise Air — ↗ B • D

↳ Surprise Air Finish — ↓ B • D

↳ Swordfish — ↘ B • D

↳ Surprise Air — ↗ B • D

↳ Surprise Air Finish — ↓ B • D

Beast God Kick — ↻ ↻ B • D

Hero Attack — A C . B D . A B C

HERO

Hero's Welcome — → A

Sliding — ↘ B

Full-Swing Chop — ↻ A • C

Lightning Blow — ↻ B • D

May Lee: Chop! — ↻ A • C

May Lee: Break! — close ↻ → A • C

May Lee: Dynamic! — air ↻ ↻ A • C

May Lee: The End — air ↻ ↻ A C

May Lee: Double Kick! — → B . C . → C

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MAI SHIRANUI

Koku'en no Mai	→ B
Benitsuru no Mai	↘ B
Daiwa Fuusha Otoshi	air ↙ ~ ↘ A
Ukihane	air ↓ B
Yusura Ume	air ↙ ~ ↘ D
Yume Sakura	air close ← ~ ↓ ~ → C • D
Shiranui Gourin	close ← • → C
Fuusha Kuzushi	close ← • → D
Kachou Sen	↻ A • C
Ryuuenbu	↺ A • C
Musasabi no Mai	air ↺ A • C
Musasabi no Mai	↓ ↖ ~ ↗ A • C
hold A • C to attack	
↳ Toukajou Tsubute	close ↓ D
↳ Yusura Ume	↓ A • C
↳ Ukihane	↓ B • D
Koyasen Tori	↺ B • D
Hissatsu Shinobi Bachi	↻ B • D
Hana Arashi	↻ ↻ A • C
Chou Hissatsu Shinobi Bachi	↺ ↻ B • D
Chou Hissatsu Shinobi Bachi	↺ ↻ B D
Shiranui-ryuu Kyuubu no Kitsune	D . B . C . C . ↑

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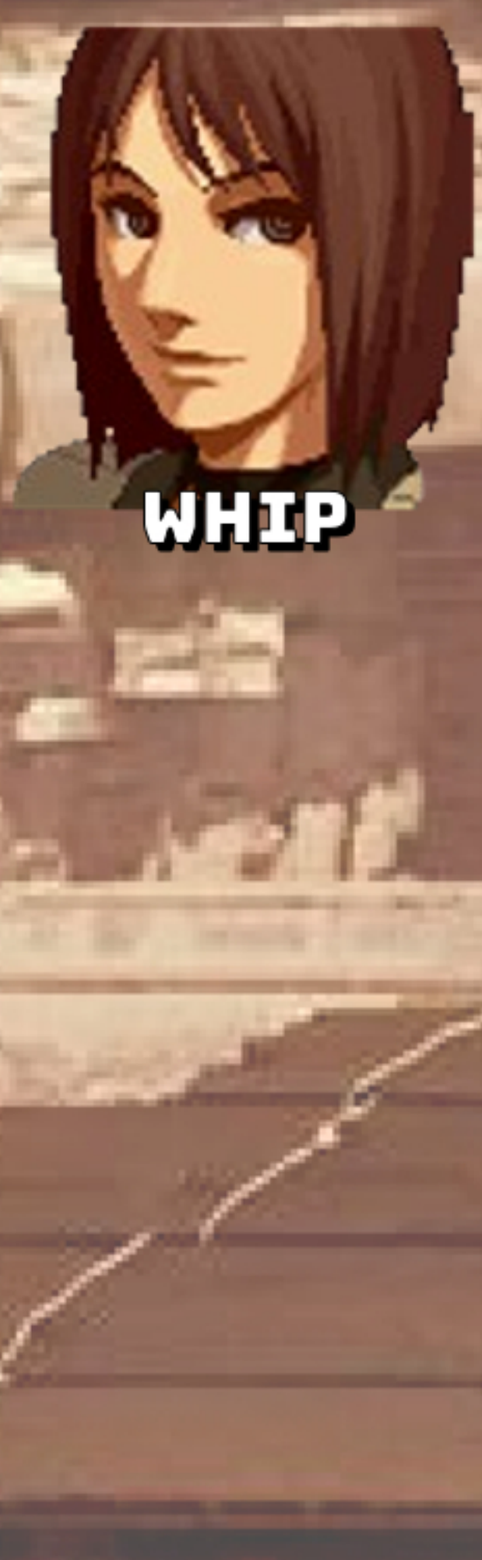
En Yoku	→ A
Tsubame Yoku	↘ B
Shou Yoku	↘ D
Tsubame Otoshi	air close ← ~ ↓ ~ → C • D
Oni Harite	close ← • → C
Silent Throw	close ← • → D
Ko'ou Ken	↻ A • C
Haoh Shokou Ken	↻ A • C hold
Saiha	↻ A • C
Yuri Chô Upper	↻ A • C
↳ Kuuga	↻ C
With C version of Yuri Chô Upper	
Rai'oh Ken	air ↻ B • D
Hyakuretsu Binta	↻ B • D
Hien Hôô Kyaku	↻ ↻ B • D
Shin! Chô Upper	↻ ↻ B D
Gansou Hien Hôô Kyaku	→ ← ↻ B D

One Inch	→ A
Knee Assault	→ B
Spot Pile	close ← • → C
Knee Strike	close ← • → D
Iron Trigger	↻ A • C
↳ Second Shoot	→ B
↳ Second Shell	→ D
Crow Bites	↻ A • C
↳ Secondary Bite	→ B • D
With D version of Crow Bites	
Blackout	↻ B • D
Minute Spike	air ↻ B • D
↳ Narrow Spike	↻ B • D
With ground version of Minute Spike	
Heat Drive	↻ ↻ A • C hold
Chain Drive	↻ ↻ A • C
Chain Drive	↻ ↻ A C
Crinsom Star Road	↻ C . A

Mongolian	→ A
M9 Maxima Missile (Prototype)	↘ C
Dynamite Drop	close ← • → C
Choking Vice	close ← • → D
System 1•2: Maxima Scramble	↻ A • C
↳ Double Bomber	↻ A • C
↳ Bulldog Press	↻ A • C
System 3: Maxima Lift	⟳ B • D
↳ Centaur Press	→ B • D
M4 Vapour Cannon	↺ A • C
M11 Dangerous Arch	close ⟳ B • D
M19 Blitz Cannon	↯ B • D
Bunker Buster	↻⟳ A • C
Maxima Cannon	→ ⟳ A • C
Maxima Revenger	close ⟳⟳ B • D
Maxima Revenger	close ⟳⟳ B D
Maxima Splasher	→ B . C → C



Alpha	close ← • → C
Zed	close ← • → D
Whip Shot	→ A x5
Desert Eagle	↯ A • C x8
Assassin Strike 'Code: BB'	↯ A • B • C • D
Boomerang Shot 'Code: SC'	⟳ A • C
Hook Shot 'Code: TEMPEST'	air ↺ A • C
Strength Shot Type A 'Code: SUPERIOR'	⟳ A hold
Strength Shot Type B 'Code: FORCE'	⟳ B hold
Strength Shot Type C 'Code: VICTORY'	⟳ C hold
↳ Strength Shot Type D 'Code: RAIN'	D
While hold a Strength Shot	
Sonic Slaughter 'Code: KW'	↺⟳ A • C
Sonic Slaughter 'Code: KW'	↺⟳ A C
Raging Shot 'Code: FW'	← B . C ← C

RYO SAKAZAKI

Hyouchuu Wari	→ A
Jôdan Uke	counter → B
Gedan Uke	counter ↘ B
Tani Otoshi	close ← • → C
Sakazaki Nage	close ← • → D
Ko'ou Ken	↷ A • C
Koho	↯ A • C
Zan Retsu Ken	→ ← → A • C
Moh Koh Raijin Setsu	↷ B • D
Hien Shippû Kyaku	↶ B • D
Haoh Shokou Ken	→ ↶ A • C
Ryûko Ranbu	↷ ↶ A • C
Ryûko Ranbu	↷ C . A
Tenchi Haoh Ken	↷ ↷ A C

ROBERT GARCIA

Ura Ken	← A
Kouryuu Gokya Geri	→ A
Ryuu Hanshuu	← • → B
Kubikiri Nage	close ← • → C
Ryuuchou Kyaku	close ← • → D
Ryû Geki Ken	↷ A • C
Ryûga	↯ A • C
Hien Ryuujin Kyaku	air ↶ B • D
Sen'en Renbu Kyaku	close ↶ B • D
Genei Kyaku	→ ← → B • D
Haiga Ryuu	↷ ↷ B • D
Haoh Shokou Ken	→ ↶ A • C
Ryûko Ranbu	↷ ↶ A • C
Ryûko Ranbu	↷ ↶ A C
Gansou Ryûko Ranbu	counter ↷ ↶ B D

TAKUMA SAKAZAKI

Kawara Wari	→ B
Oosotogari	close ← • → C
Ippon Seoi Nage	close ← • → D
Ko'ou Ken	↷ A • C
Moh Koh Burai Gan	↶ A • C
Hien Shippû Kyaku	↶ B • D
Haoh Shikou Ken	→ ↷ A • C
Shin Kishin Geki	close ↷ ↷ A • C
Ryûko Ranbu	↷ ↶ A • C
Ryûko Ranbu	↷ ↷ A C
Kosatsu Jin	← ↯ A C

TERRY BOGARD

Rising Upper	↘ C
Grasping Upper	close ← • → C
Buster Throw	close ← • → D
Power Wave	↷ A
Round Wave	↷ C
Burn Knuckle	↶ A • C
Rising Tackle	↓ ↑ A • C
Crack Shoot	↶ B • D
Power Dunk	↯ B • D
High Angle Geyser	↷ ↷ B • D
Power Geyser	↶ ↙ → A • C
Power Geyser	↶ ↙ → A C
Rising Force	↷ ↷ A C

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Uwa Agito	→ B
Age Omote	↘ A
Gourin Kai	close ← • → C
Kakaekomi Nage	close ← • → D
Hishô Ken	↻ A
Geki Hishô Ken	↻ C
Shôryûdan	↻ A • C
Kûhadan	↻ B • D
Ukabe Haisuishou	close ↻ A • C
Zanei Ken	↙ → A • C
↳ Shippu Ouken	↻ A • C
Yami Abisegeri	↻ B • D
Genei Shiranui	air ↻ B • D
↳ Shimo Agito	A • C
↳ Uwa Agito	B • D
Zanei Ryûsei Ken	↻ ↻ A • C
Chou Reppadan	↻ ↙ → B • D
Chou Reppadan	↻ ↙ → B D
Zanei Reppa	↻ ↻ A C
↳ Chô Reppadan	B C D

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JOE HIGASHI

Low Kick	→ B
Sliding	↘ B
Knees of Hades	close ← • → C
Leg Throw	close ← • → D
Bakuretsu Ken	A • C tap
↳ Bakuretsu Finish (punch)	A
↳ Bakuretsu Finish (kick)	C
Hurricane Upper	A • C
Ôgon no Kakato	B • D
Tiger Kick	B • D
Slash Kick	B • D
Bakuretsu Hurricane Tiger Heel	A • C
Ougon no Tiger Kick	↗ B • D
Screw Upper	A • C
Screw Upper	A C
Cross Gigantes	B D

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ATHENA ASAMIYA

Renkantai	→ B
Phoenix Bomb	air ↓ B
Psychic Throw	close ← • → C
Bit Throw	close ← • → D
Psycho Ball	↶ A • C
Psycho Sword	air ↶ A • C
Psychic Teleport	↷ B • D
Phoenix Arrow	air ↶ B • D
Psycho Reflector	↷ B
Phoenix Fang Arrow	air ↷ ↷ B • D
Shining Crystal Bit	air ↶ ↶ A • C
↳ Cancel	A B C D
↳ Crystal Shoot	↶ A • C
Shining Crystal Bit	air ↶ ↶ A C
↳ Cancel	A B C D
↳ Crystal Shoot	↶ A • C
Psychic 9	↶ → A C . A . B . C . A . B . C . D
↳ Sailor Punch	↷ A • C
↳ Psycho Sword	↶ A • C
↳ Flaming Sword	↶ B • D
Psycho Medley	↷ A B C D . D . C . B . D . C . B . A
↳ Goddess Bless	↷ A B
↳ Fans Ahoy!	↷ B C

CHIN GENTSAI

Suibo Hyoutan Geki	→ A
Gou Inshu	close ← • → C
Sakaashi Nage	close ← • → D
Suihai Sho	↩ A • C
↳ Fun'en Kou	↻ A • C
↳ Ryuurin Hourai	↻ A • C
↳ Kaiten-teki Kuutotsuken	↻ B • D
↳ Gou'en Shourai: Kai	↻ B • D
Hyoutan Geki	↺ A • C
Bogetsu Sui	↓ ↓ B • D
Can move with ← or →	
↳ Ryuda Hanyou	↑ B
↳ Rigyou Hanyou	↑ D
↳ Kaiten-teki Kuutotsuken	→ B • D
↳ Cancel	A B C D
Gou'en Shourai	↻ ↻ A • C
Gouran Enpou	↻ ↻ A • C
Gouran Enpou	↻ ↻ A C
Suisou Enbu	↻ ↻ B D

SIE KENSOU

Kobokushu	→ A
Kosentai	→ B
Hakkei	close ← • → C
Tomoe Nage	close ← • → D
Choukyuu Dan	↺ A • C
Ryuu Sou Geki	air ↺ A • C
Ryuu Renga Chiryuu	↻ A
Ryuu Renga Tenryuu	↻ C
Ryuu Gakusai	↩ B • D
Senkyuu Tai	↻ B • D
Niku Man O Kuu	↺ ↺ A • C
Shinryuu Seioh Rekkyaku	↻ ↻ B
Shinryuu Tenbu Kyaku	↻ ↻ D
Senki Hakkei	close ↻ ↻ A C
Seigan Rai Ryuu	↻ ↻ B D

KYO KUSANAGI

Goufu You	→ B
Naraku Otoshi	air ↓ C
88 Shiki	↘ D
Hatsugane	close ← • → C
Issetsu Seoi Nage	close ← • → D
75 Shiki: Kai	↻ B • D . B • D
100 Shiki: Oniyaki	↻ A • C
114 Shiki: Aragami	↻ A
↳ 128 Shiki: Kono Kizu	↻ A • C
↳ 127 Shiki: Yano Sabi	A • C
↳ 125 Shiki: Nana Se	B • D
↳ 127 Shiki: Yano Sabi	↻ A • C
↳ Ge Shiki: Migiri Ugachi	A • C
↳ 125 Shiki: Nana Se	B • D
↳ 212 Shiki: Koto T.Y.	↻ B • D
115 Shiki: Dokugami	↻ C
↳ 401 Shiki: Tsumi Yomi	↻ A • C
↳ 402 Shiki: Batsu Yomi	→ A • C
↳ 100 Shiki: Oniyaki	↻ A • C
427 Shiki: Hikigane	↻ B • D
707 Shiki: R.E.D. Kick	↻ B • D
Ura 108 Shiki: Orochinagi	↻ ↻ A • C hold
Ura 108 Shiki: Orochinagi	↻ ↻ A C hold
524 Shiki: Kamijiri	close ↻ ↻ A C

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BENIMARU NIKAIDO

Jack Knife Kick		→ B
Spinning Knee Drop	air close	← ~ ↓ ~ → C • D
Catch and Shoot	close	← • → C
Front Suplex	close	← • → D
Flying Drill	air	↙ ~ ↘ D
Raijin Ken		⟳ A • C
Kûchû Raijin Ken	air	⟳ A • C
Shinkuu Katategoma		⟲ A • C
Benimaru Koreda	close	⟲ → A • C
Iai Geri		⟳ B • D
↳ Handou Sandan Geri		↓ ↑ B • D
Genei Hurricane		⟲ ⟲ B • D
Raikou Ken		⟳ ⟳ A • C
Raikou Ken		⟳ ⟳ A C
Raijin Kyuu		→ ↙ ↘ ← → A • B • C • D

A Front Top, B Front Bottom, C Back Top, D Back Bottom

GORO DAIMON

Zujo Barai	↘ C
Juuji Shime	close ← • → C
Okuri Ashi Barai	close ← • → D
Jiraishin	↯ A • C
C is a fake	
Kumo Tsukami Nage	⟳ A
Kirikabu Gaeshi	⟳ C
Tenchi Gaeshi	close ⟳ → A • C
Nekko Gaeshi	counter ↻ B • D
Chô Ukemi	↺ B • D
Chô Oosotogari	close ↯ B • D
Ura Nage	⟳ → B • D
Jigoku Gokuraku Otoshi	close ⟳⟳ A • C
Arashi no Yama	close ⟳⟳ B • D
↳ Zoku: Kirikabu Gaeshi	⟳ ↘ B • D
↳ Bukko Nuki Ura Nage	↯ B • D
Jigoku Gokuraku Otoshi	⟳⟳ A C
Arashi no Yama	close ⟳⟳ B D
↳ Zoku: Kirikabu Gaeshi	⟳ ↘ B • D
↳ Zoku: Tenchi Gaeshi	↯ B • D
Dan no Ura Gaeshi	↯↯ B C

YASHIRO NANAKASE

Regret Bash	→ A
Step Side Kick	→ B
Lever Blow	close ← • → C
Hatchet Throw	close ← • → D
Upper Duel	↯ A • C
Jet Counter	⟳ A • C
↳ Jet Counter: Still	↻ A • C
'98 Jet Counter	⟳ A C
↳ Jet Counter: Still	↻ A • C
Sledgehammer	↺ B • D
Final Impact	⟳⟳ A • C hold
Final Impact	⟳⟳ A C hold
[Error...] Code '2002'	↺⟳ B D

Spinning Array	→ A
Reverse Anchor Kick	→ B
Carry Off Kick	↘ B
Step Turn	close ← • → C
Aerial Drop	close ← • → D
Evasion Attack (High Kick)	→ D . B
Evasion Attack (Low Kick)	↓ D . B
Slide Touch	A • C
Scramble Dash	B • D
Glider Stomp	air B • D
Direction Change	A • C
Hunting Air	B • D
Shooting Dancer Thrust	A • C
Shooting Dancer Step	B • D
Chain Slide Touch	A • C
Twister Drive	B • D
Chain Slide Touch	A C
Twister Drive	B D
Orochi no Chikara Kaihou Saseru	A C

Chris becomes Orochi Chris and get the same moves

Explosive New Suplex	→ A
Shermie Stand	→ B
Shermie Flash: Original	close ← • → C
Front Flash	close ← • → D
Evasion	A B C
Shermie Whip	↶ A • C
Shermie Spiral	close ↷ A • C
F Captitude	counter ↶ → A • C
Axle Spin Kick	↶ B • D
Shermie Shoot	↷ B • D
Shermie Clutch	↯ B • D
↳ Shermie Cute	↷ B • D
Shermie Flash	close ↶ ↶ A • C
Shermie Carnival	close ↷ ↷ A • C
Shermie Flash	close ↶ ↶ A C
Shermie Carnival	close ↶ ↶ A C
Lightning Leg Lariat	close ↶ ↶ B D

Yumebiki	→ A . A
Goufu In 'Shinigami'	→ B
Yuri Ori	air ← B
Sakahagi	close ← • → C
Saka Sakahagi	close ← • → D
Kuzukaze	close ↶ → A • C
100 Shiki: Oniyaki	↯ A • C
108 Shiki: Yami Barai	↷ A • C
127 Shiki: Aoi Hana	↶ A • C x3
212 Shiki: Koto Tsuki In	↷ B • D
Kin 1211 Shiki: Ya Otome	↷ ↷ A • C
↳ Ura 316 Shiki: Saika	↷ ↷ ↷ ↷ A C
Kin 1211 Shiki: Ya Otome	↷ ↷ A C
Kin 1219 Shiki: Homurabotogi	↶ ↶ ← → A C

Death Blow	close ← • → C
Back Rush	close ← • → D
Despair	↻ A • C
Death Claws	↺ A • C x3
Sacrilege	↻ A • C
Metal Massacre	↺ B • D
Decide	↻ B • D
Ebony Tears	↻↻ A • C
Heaven's Gate	↺↻ B • D
Nocturnal Lights	↻↻ A • C
Heaven's Gate	↺↻ B D
Nocturnal Lights	↻↻ A C
Eternal Illusion	→ D . C . B →

Monstrosity	→ A
Death Blow	close ← • → C
Back Rush	close ← • → D
Mayhem	↺ A • C
↳ Mithan's Robe	↺ A • C
Black End	close ↺ A • C
↳ Mithan's Robe	↺ A • C
Gore Fest	close ↺ → A • C
Outrage	↺ B • D
Ravenous	air ↺ B • D
Decide	↻ B • D
Withering Surface	↻↻ A • C
Negative Gain	close ↺↻ B • D
Withering Surface	↻↻ A C
Negative Gain	close ↺↻ B D
Overkill	close ↙ ↻ ↗ ↑ ↓ A C

RYUJI YAMAZAKI

Stabbing → A

Strangle Lift close ← • → C

Throw close ← • → D

Double Return ↻ A

Absorb the opponent's projectile

Double Return ↻ C

Reflect the opponent's projectile

Snake Arm ↻ A • B • C hold

↳ **Snake Trick** D

While holding a Snake Arm

Dagger of Judgment ↓↘ A • C

Foot Crush ↓↘ B

Sand Kick ↓↘ D

Sado Maso counter ↻ B • D

Exploding Headbutt close ↻ → A • C

Nightmare... and Madness ↻ A B C D

La Guillotine ↻ ↻ A • C

Yondan Drill close ↻ ↻ A • C tap

La Guillotine ↻ ↻ A C

Yondan Drill ↻ ↻ A C tap

...!! close ↻ ↻ B D

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Hammer Arch	← • → A
Double Rolling	← • → B
Vector Toss	close ← • → C
Head Throw	close ← • → D
Spin Fall	↻ A • C
↳ M. Spider	↻ A • C
Real Counter	↺ A • C
↳ Backdrop Real	↻ A • C
M. Reverse Facelock	counter ↺ B
M. Head Buster	counter ↺ D
Vertical Arrow	↯ B • D
↳ M. Snatcher	↯ B • D
Straight Slice	← → B • D
↳ Crab Clutch	↻ B • D
M. Splash Rose	↻↻ A • C
M. Dynamite Swing	A A → B . C
M. Dynamite Swing	A A ← B . C
M. Typhoon	close ↙ ↻ ↗ ↑ ↓ B D

Great Spinning Kick	→ A
Pole Vault Kick	→ B
Hell Drop	close ← • → C
Fisherman Throw	close ← • → D
Whirlwind Cane	A tap
Sparrow Dropper	↺ A • C
Three-Part Cane	↻ A • C
↳ Blazing Three-Part Cane	↻ A • C
Flying Assault Cane	↯ B • D
Fire Dragon Chaser	counter ↺ B
Water Dragon Chaser	counter ↺ D
Super Blazing Whirlwind Cane	↻↻ A • C
Great Whirlwind	↻↻ A • C
Great Whirlwind	↻↻ A C
Liar's Element	counter ↺ ↻ B D

Heidern Inferno	air close ← ~ ↓ ~ → C • D
Strike Arch	← • → B
Leona Crush	close ← • → C
Order Backlash	close ← • → D
X-Calibur	air ↶ A • C
Baltic Launcher	← → A • C
Moon Slasher	↓ ↑ A • C
Ground Saber	← → B • D
↳ Gliding Buster	→ D
With D version of Ground Saber	
Earring Bakudan 1	↶ B • D
Earring Bakudan 2	close ↶ B • D
↳ Heart Attack	↶ B • D
Orochi Mode	↑ ↓ ↑ ↓ ↑ ↓ B D
↳ Rebel Spark	↶ ↷ B D
V Slasher	air ↶ ↷ A • C
Rebel Spark	↶ ↷ B • D
Normal Leona only	
V Slasher	air ↶ ↷ A C

Dynamite Headbutt	close ← • → C
Northern Lights Bomb	close ← • → D
Vulcan Punch	A • C tap
Can move with →	
Gatling Attack	← → A • C
Kyuukouka Bakudan Punch	↓ ↑ A • C
Kyuukouka Bakudan Punch	air ↷ A • C
Super Argentine Backbreaker	close ↷ B • D
Ralf Kick	↷ B
Ralf Tackle	↷ D
Galactica Phantom	↶ ↷ A • C
Umanori Vulcan Punch	↶ ↷ B • D
Bari Bari Vulcan Punch	↶ ↷ A • C
Bari Bari Vulcan Punch	↶ ↷ A C
Umanori Galactica Phantom	↶ ↷ ↷ A D

CLARK STILL

Death Lake Drive	air close ← ~ ↓ ~ → C • D
Stomping	→ B
Gallanting German	close ← • → C
Fisherman Buster	close ← • → D
Mount Tackle	↻ A • C
↳ Clark Lift	↓ ↓ A
↳ Sleeper Lift (D.D.T.)	↓ ↓ C
↳ Rolling Cradle	↓ ↓ B • D
Shining Wizard	↻ A • C
Napalm Stretch	↻ A • C
Frankensteiner	↻ B • D
Super Argentine Backbreaker	close ↻ B • D
↳ Flashing Elbow	↻ A • C
Ultra Argentine Backbreaker	close ↻ ↻ A • C
Running Three	↻ ↻ B • D
Ultra Argentine Backbreaker	close ↻ ↻ A C
Running Spark	↻ ↻ B D

KIM KAPHWAN

Nerichagi	→ B
Kubikime Otoshi	close ← • → C
Sakkyaku Nage	close ← • → D
Sanren Geki	↺ A • C x3
Sanren Kyaku	↺ A • C
↳ Follow up	↗ B • D
↳ Follow up	↓ B • D
Hishô Kyaku	air ↺ B • D
Han Getsu Zan	↺ B • D
Hien Zan	↓ ↑ B • D
↳ Tenshô Zan	↓ D
With D version of Hien Zan	
Haki Kyaku	↓ ↓ B • D
Hôô Hiten Kyaku	↻ ↻ B • D
Hôô Kyaku	↺ ↙ → B • D
Hôô Kyaku	air ↺ ↙ → B D
Zero Kyori Hôô Kyaku	↺ ↙ → A B C D

CHANG KOEHAN

Hiki Nige	↘ A
Hagangeki	close ← • → C
Kusari Jime	close ← • → D
Tekkyu Dai Kaiten	A • C tap
Can move with ← or →	
↳ Cancel	A B C D
Tekkyu Funsai Geki	← → A • C
Tekkyu Taiko Uchi	counter ↻ B • D
Dai Haki Kyaku	↓ ↓ B • D
Dai Hakai Nage	close ↻ → A • C
Tekkyu Dai Bousou	↻ ↻ A • C
Tekkyu Dai Bokusatsu	↻ ↻ B • D
Tekkyu Dai Assatsu	↻ ↻ A • C
Tekkyu Dai Assatsu	↻ ↻ A C
Tekkyu Dai Teishi	B . A ↘ C . A

CHOI BOUNGE

Toorima Geri	→ B
Zujou Sashi	close ← • → C
Geketsu Tsuki	close ← • → D
Kaiten Tobisaru Zan	↻ A • C
↳ Kishuu Tobisaru Tsuki	A • C
Tatsumaki Shipû Zan	↓ ↑ A • C
Senpû Tobisaru Satotsu	← → A • C
↳ Houkou Tenkan	any direction A • B • C • D x3
Hishô Kuu Retsu Zan	↓ ↖ ~ ↗ B • D hold
hold to attack	
↳ Houkou Tenkan	any direction A • B • C • D 3x
Hishô Kyaku	air ↻ B • D
Hien Sen	↻ B • D
Shin! C. Tatsumaki Shinkuu Zan	↻ ↻ A • C
Can move with ← or →	
Hôô Kyaku	↻ ↻ B • D
Hôô Kyaku	↻ ↻ B D
Zan! En Getsu Rin	air ↻ ↻ A C

One-Two Puncher	→ A
Sliding Puncher	↘ B
Dynamite Puncher	close ← • → C
Clinch Puncher	close ← • → D
Puncher Weaving	↻ A • C hold
While hold do following commands	
↳ Dash Puncher	→ A • C
↳ Parrying Puncher	← A • C
↳ Puncher Vision (forward)	→ B • D
↳ Puncher Vision (back)	← B • D
Puncher Vision	↻ ·· ↻ B • D
↳ Puncher Upper	→ A
↳ Puncher Straight	→ C
↳ Puncher Weaving	← A • C hold
Forbidden Eagle	↻ A
Parrying Puncher	↻ C
Machine Gun Puncher	↻ A • C tap
Dash Puncher	← → A • C
Champion Puncher	close ↻ ↻ A • C
Crazy Puncher	↻ ↻ A • C
Crazy Puncher	↻ ↻ A C
Gaia Gear	→ ↻ A C

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Tackle	→ A
Reverse Blow	← A
Mae Age Geri	→ B
Sobat	← B
Sliding Kick	↘ B
Hijiate Hadoh Uchi	close ← • → C
Hinage	close ← • → D
Sho-Yoh	↻ A • C
Ashi-Tori	counter ↓ ↓ A • C
Doh-Kuzushi	counter ↻ B • D
Raku-Getsu	air ↻ B
An-Getsu	air ↻ D
Kyu-Getsu	↻ B • D
↳ Ya-Getsu	→ B • D
↳ Gen-Getsu	↓ B • D
Morote Sho-Yoh	↻ ↻ A • C
Irimi-Nadazuki	↻ ↻ B • D
Doh-Tori-Shichimonsatsu	counter ↻ ↻ A C
Cross Bone	close → ↻ A C

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Stealth Drop Kick	↘ B
Arm Whip	close ← • → C
Flying Major	close ← • → D
Feint Step	↺ A • C hold
C is a fake	
Tiger Neck Chancery	close ↻ A • C
Rolling Sobat	↝ B • D
↳ **Flying Body Attack**	↝ B • D
↳ **Set-It-Off Attack**	↓ ↓ C
Tiger Load	↜ B • D
↳ **Close Chop**	corner D
↳ **Cancel**	A B C
Force of Will	↺ B • D
↳ **Aditional Attack**	corner ↷ A
↳ **Cancel**	A B C
Somersault	↻ B • D
↳ **Cancel**	A B C
Spinning Kick	↓ ↓ A . C
Savage Fire Cat	↺ ↻ B • D
El Diablo Amarillo Ramon	↺ ↻ B • D
Tiger Spin	close ↺ ↻ A • C
Tiger Spin	close ↺ ↻ A C
Hypnotic Tiger	↺ ↻ A C

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Senseless Chatter → B

At the Wasteland air ↙ ~ ↘ D

Go Go Futen Girl close ← • → C

Starlit Field close ← • → D

Red Sky of Yaponesia ↻ B • D

Mad Murder Roulette close ↻ B • D

UNCHAIN START MOVES

Formalist Blue ↘ B

Citizen of the World ↘ D

Senseless Fist ← → B • D

Repun Kamui ↻ A • C

Beyond the Flames ↻ B • D

Winds Fairground counter ← ↻ B D

Survivors Banquette counter ← ↻ B C D hold

UNCHAIN CONTINUE MOVES

These moves must be used after the Unchain Start Moves.

Link them, you can't link two moves that have the same direction or button.

You can't repeat a move either.

Bye Bye Rogue ↑ A • C

Buggy and Coffin → A • C

A Train to See Cherry Blossoms ↓ A • C

Shelter From the Storm ↑ B • D

With a Lamp for the Pathway → B • D

Important Symptom ↓ B • D

Parasol Spin ← • N • → B C D

Loyalty Test for the Liberalists ← ↻ A • C

Loyalty Test for the Liberalists ← ↻ A C

UNCHAIN FINISHING MOVES

These moves must be used after the Unchain Continue Moves.

Crown Under the Sky → → A

A Full-Moon Evening → → C

State of Heat Haze → → B • D

Cosmic Fuuten Swing ↻ A

Lost Homeland ↻ C

Beyond the Flames ↻ B • D

KULA DIAMOND

One Inch	→ A
Slider Shoot	↘ B
Critical Ice	↘ C
Ice Coffin	close ← • → C
Behind Slash	close ← • → D
Diamond Breath	↻ A • C
Counter Shell	↺ A • C

Deflects projectiles

Crow Bites	↻ A • C
Lay Spin	↺ B • D
↳ Counter Shoot	→ B
↳ Slider Shoot	→ D
Diamond Edge	↻ ↻ A • C
Freeze Execution	↺ ↺ A C
La * Cachora	air ↻ ↻ B D
Freeze Completion	A C . B D . A B C

K9999

Shut up!	→ A
Get lost!	close ← • → C
Quit playing!	close ← • → D
Get out of my sight!	↻ A • C
Split!	↻ A • C
Break!	↺ B • D
Moon...	↙ ↻ ↘ A • C
You get lost too!	↙ ↻ ↘ B • D
Power... losing control!... YAH!	↓ → ↘ A B C D
This is so...!!	← → ← → ← → ← →

Must finish in the air

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Saku	→ A
Bu	→ B
Baku	close ← • → C
Beki	close ← • → D
Kujiku Daichi	↻ A • C
Niragu Daichi	close ↻ A • C
Musebu Daichi	close ↻ → A • C
Odoru Daichi	↻ B • D
Araburu Daichi	↻ ↻ B • D
Ankoku Jigoku Gokuraku Otoshi	close ↻ ↻ A • C
Araburu Daichi	↻ ↻ B D
Ankoku Jigoku Gokuraku Otoshi	close ↻ ↻ A C
Armageddon	B . D . A . A B C

Kourai	→ B
Bakurai	close ← • → C
Enrai	close ← • → D
Yatanagi no Muchi	↻ A • C
Raijin no Tsue	air ↻ B • D
Sajitsu no Odori	↻ B • D
Mugetsu no Raiun	↻ A • B • C • D
Ankoku Raikou Ken	↻ ↻ A • C
Shukumei Genei Shinshi	↻ ↻ B • D
Ankoku Raikou Ken	↻ ↻ A C
Shukumei Genei Shinshi	↻ ↻ B D
Raikou no Tsurugi	B . A ← A . A • B • C • D

Muyou no Oni	→ A
Jukei no Oni	→ B
Setsudan no Koto	↘ B
Chi no Batsu	close ← • → C
Ten no Tsumi	close ← • → D
Taiyou o Iru Honoo	↻ A • C
Kagami o Hofuru Honoo	↺ A • C
Tsuki o Tsumu Honoo	↻ A • C
Shishi o Kamu Honoo	close ↻ B • D
Ankoku Orochi Nagi	↺ ↻ A • C hold
Ankoku Orochi Nagi	↺ ↻ A C hold
Sanagi wo Yaburi Chô wa Mau	D . C ↓ C . D

Goufu You	→ B
Naraku Otoshi	air ↓ C
88 Shiki	↘ D
Hatsugane	close ← • → C
Issetsu Seoi Nage	close ← • → D
75 Shiki: Kai	↻ B • D . B • D
100 Shiki: Oniyaki	↻ A • C
101 Shiki: Oboro Guruma	↺ B • D
108 Shiki: Yami Barai	↻ A • C
212 Shiki: Koto Tsuki You	↻ B • D
910 Shiki: Nue Tsumi	↺ A • C
Ura 108 Shiki: Orochinagi	↺ ↻ A • C hold
Ura 108 Shiki: Orochinagi	↺ ↻ A C hold
Saishuu Kessen Ougi 'Rei Shiki'	↻ ↻ A C

OMEGA RUGAL

Double Tomahawk	→ B
Scorpion Deathlock	close ← • → C
Scorpion Blow	close ← • → D
Reppûken	↻ A • C
God Press	↺ A • C
Kaiser Wave	→ ↻ A • C hold
↳ Divine Arrow	hold A • C then release
↳ Gravity Smash	hold A • C for more time then release
Dark Barrier	↻ B • D
Deflects projectiles	
Genocide Cutter	↻ B • D
Beads Destruction	↺ B • D
Gigantic Pressure	↻↺ A • C
Destruction Omega	↻↻ B • D
Gigantic Pressure	↻↺ A C
Destruction Omega	↻↻ B D
Kaiser Phoenix	↺↺ A C

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